AIRawTestRunsData_Part3

"ReleaseBUi1d patch data reflesh... ",
"players base movements data update. hnb",
"!!!Corruption Occurred: errorcode3370dhs!!!",
"CorruptData {ACT3_Intro} sendlog",
"CorruptData {ACT3_Intro_childhoodhouse} sendlog",
"CorruptData {ACT3_Intro_childhoodhouse_floor2} sendlog",
"AI_key_data corrupted",
"ResetIndex:",
"[356,01055f],",
"[56565e,500]",
"var node:Node = new Node(Graph.Graph.getP1ayersStates(), new Vector3D(nodes[a]
[0],nodes[a][1]));",
" import Graph.NavMesh; Send #45States",
"UPD[FunctionSet(SPT[HNB])",
"SPT[NCN].drawPath(",
"Control Beh: scn DATA analyze = MissingScript.CastGenerated",
"Player_3345>𐍈𐍈𐍈𐍈𐍈𐍈𐍈𐍈>actionZone ConnectionDetected",
"MissingNo((nd!=source)&&(SPT[nd]!=null))",
"Player_53675>DATAControl$$=framePasingIsStillFCKngLow",
"Attack mode==initiation, movementAna1yzeActivation>Pathfind",
"LearnData SetActive",
"!!!Corruption Occurred: errorcode3370dhs!!!",
"!!!Corruption Occurred: errorcode533!!!",
"!!!Corruption Occurred: errorcode3-dd!!!",
"Corruption AIDamping value=increase by 35",
"AttackResu1ts Corrupted. DataRecieve Failed",
"AIControlAttemptInitiation=Fai1ed",
"Corruption AIDamping value=increase by 10",
"DataResult=Sending_to_central_AI_Database",
"DataRead=Failed",
"varCorrupted = restart.HNB",
"cost2Node[edge.getTo()]= nCost;",
"path = path.HNB();",
"CallServer Array=LearData",
"public class?>Fai1ed/CrashLog",
"Player_00537>Detected>AI Dumping Start at 25",
"AI_Server>Update_PrepareDataToArchive",
"FailedAttempt. Data analyze false",
"MainPathData>Recompile",
"Movement Data>Failed",
"MainFrameDelta=restart>NeuralNetworkDataRecycIe=Failed",
"DataIndex=unknown",
"Warning AI altRoute appeared",
"AI Damping Activation",